SECTION 01438 ADD/CHANGE OF LDBE SUBCONTRACTOR FORM

City SBO Office Use
Date Received:
Time Received:

<u>IMPORTANT NOTICE TO CONTRACTORS</u>: The prime contractor <u>may not</u> change LDBE firms without <u>prior</u> written approval of the City's Office of Business Opportunity. Changes <u>cannot</u> be approved by other City of Savannah personnel. All requests for LDBE substitutions must be made in writing, must include an explanation for the requested change, and must have supporting documentation. Additionally, all requested changes must continue to meet LDBE goals, conform to contract regulations, utilize certified LDBEs and meet LDBE program requirements. Any unauthorized substitution of LDBE subcontractors <u>may result</u> in withholding of payment to the prime contractor for up to 30 days until compliance is reestablished.

Project Name:	<u>.</u>	CIP Number:			
Prime Contractor/Consultant Name: _					
Address:			Telephone:		
Prime Contractor/Consultant - Design	Date:				
Position/Title:					
APPROVED SCHEDULE OF LDBE PARTICIPATION (Section 01310) (List certified LDBEs that were approved per contract.)		Proposed	PROPOSED ADDITIONS OR CHANGES TO LDBE PARTICIPATION (Complete only for rows where "Proposed Change" is marked "Yes".)		
LDBE Subcontractor Name	Estimated Subcontract Value	Change?	LDBE Subcontractor Name	Estimated Subcontract Value	Certified LDBE? Y/N
		☐ Yes ☐ No			
		Yes No			
		Yes No			
		Yes No			
		Yes No			
		Yes No			
		Yes No			
		Yes No			
Provide a detailed explanation to j a legitimate business-related reaso					vide
Project Manager Concerns noted regarding p	proposed change	No concern	ns noted regarding propos	ed change	_
Project Manager Signature:				_	
Date:					

Office of Business Opportunity

Change Approved Change Denied
If denied, enter explanation:
Signature of Office of Business Opportunity Representative:
Printed Name of Office of Business Opportunity Representative:
Date:

 $Copy: \ Prime\ Contractor,\ Project\ Manager,\ Contract\ Analyst\ and\ Office\ of\ Business\ Opportunity\ (project\ file)$

END OF SECTION 01438